RADICA

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CUBE WORLD™
GLOBAL GET-A-WAY
a world wide stick adventure!

Asst. M0368
L7287
For 1 player / Ages 8 and up

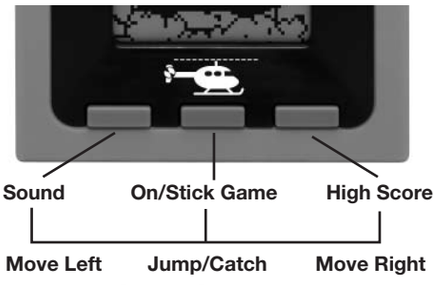
INSTRUCTION MANUAL

P/N 823B3200 Rev.C

STICK PEOPLE STICKING TOGETHER!

Welcome to a world wide stick adventure! Whether it's the beach, a mountain adventure, or the Alaskan outback, GLOBAL GET-A-WAY will keep you coming back for more. Trip, a mild- mannered STICK CHARACTER, chills out at his beach front property until other STICK MEN transfer in and they all take a helicopter to where no STICK CHARACTER has gone before! Now STICK PEOPLE have a Get-A-Way where they can all stick together! Who knows what will happen next?

BUTTONS:



Game Controls

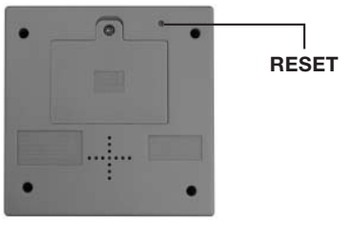
SOUND – This button will allow you to turn the sound effects ON and OFF.

ON/STICK GAME – Pressing this button will turn ON the cube. Once the cube is on, pressing this button will start the GAME MODE. Once in GAME MODE, press this button a second time to start the GAME.

HIGH SCORE – This button reveals the STICK GAMES'S current HIGH SCORE.

GAME CONTROLS – Once a STICK GAME begins, you control the actions of the STICK CHARACTER by pressing one of these three buttons. Press the left or right button to move the STICK CHARACTER left or right. Press the middle button to make the STICK MAN jump or catch.

RESET – If the unit begins to malfunction, insert a blunt point into the RESET button to reset the game settings. This button is located on the back of the cube.



FEATURES:

ANIMATIONS – GLOBAL GET-A-WAY contains over 100 animations!

INTERACTION – CUBE WORLD: GLOBAL GET-A-WAY interacts with all the smaller CUBE WORLD SERIES cubes, BLOCK BASH and other GLOBAL GET-A-WAY cubes. Connect and stack and they'll interact!

TRANSFER – Once a smaller Series cube is CONNECTED to GLOBAL GET-A-WAY, a STICK CHARACTER can automatically TRANSFER out of its own cube. Once this happens, a window blind or covering will lower to show that no one is in that smaller cube. If you CONNECT a BLOCK BASH or another GLOBAL GET-A-WAY cube, unique and fun animations will result.

STICK GAME – GLOBAL GET-A-WAY has a fun and unique game called Jungle Jump. The objective of the game is to jump over each coconut that is rolled down the tree. The longer you play; the game becomes faster and the potential earned points are greater. If you miss jumping over a coconut, the game is over, points are totaled and displayed.

UNLOCK ANIMATIONS – During a STICK GAME, a player has the opportunity to UNLOCK a total of 21 ANIMATIONS. This is accomplished by catching bananas that a pesky monkey will throw from the tree. To UNLOCK ANIMATIONS, a player must catch the number of bananas equal to the ANIMATION they're trying to unlock. For example, if a player has already UNLOCKED 2 ANIMATIONS (2 / 21), they will need to catch three more bananas to UNLOCK the 3rd unique ANIMATION (3 / 21). If it's the 4th ANIMATION, they will need to catch four bananas (4 / 21). At the end of each game, the total number of UNLOCKED ANIMATIONS will be revealed. Also, an additional 1000 points will be earned for each time a banana is caught.

Catch the Bananas **Unlock Animations**

CONNECT – BUILD A WORLD by CONNECTING other smaller or larger cubes to any side of the cube's magnets.

DISSOLVE – If an outside STICK CHARACTER has TRANSFERRED into GLOBAL GET-A-WAY and the magnetic CONNECTION is broken, the character will automatically DISSOLVE and return to its cube.

HOW TO PLAY:

You can play with just CUBE WORLD: GLOBAL GET-A-WAY or you can BUILD A WORLD!

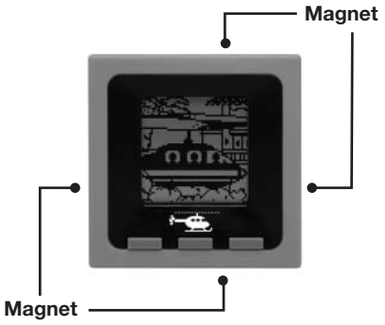
PLAY WITH GLOBAL GET-A-WAY:

Press the ON button to turn on the unit. GLOBAL GET-A-WAY has hundreds of unique animations and objects that your STICK CHARACTER, TRIP, will interact with. To interact with TRIP, you can play STICK GAMES to reach new HIGH SCORES and to UNLOCK NEW ANIMATIONS.

To start a game, press the STICK GAME button to initiate the GAME MODE. Then press the STICK GAME button a second time to start the game. The three GAME CONTROL buttons will allow you to control TRIP'S movement from left to right, catch and to make him jump. At the end of each GAME, your score will be displayed and indicate if you have reached a new HIGH SCORE. The scoring will also indicate if you have UNLOCKED NEW ANIMATIONS. To see the STICK GAME'S HIGH SCORE at any time, press the HIGH SCORE button once.

BUILD A WORLD:

To start, press the ON button and the STICK CHARACTER will appear. CONNECT any smaller Series cube, BLOCK BASH cube or another GLOBAL GET-A-WAY cube by using the magnets that are located on the sides of the cube.



Smaller or larger cubes can be CONNECTED in any horizontal or vertical pattern.

Once CONNECTED, the STICK CHARACTERS can automatically interact with one another. They may introduce themselves by waving or TRANSFER over to a connected cube.

ADDITIONAL TERMS / ACTIONS:

SLEEP MODE – After 4 minutes with no interaction, the STICK CHARACTER will automatically display a sleeping animation.

If GLOBAL GET-A-WAY is not touched for an additional minute, the cube will automatically go into SLEEP MODE. To turn the cube back on, simply press the ON button and the STICK CHARACTER will reappear on the screen ready for action.

CAPACITY - Maximum STICK CHARACTER capacity for GLOBAL GET-A-WAY is four characters.

BATTERY INSTALLATION / REPLACEMENT

This game is powered by three (3) AAA (LR03) batteries.

- Using a screwdriver (not included), loosen the screw until the battery compartment door can be removed.
- Insert three (3) AAA (LR03) batteries as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.
- Batteries included are for demonstration purposes only.
- For longer life use only alkaline batteries.
- Replace the batteries when the product does not function properly.

- Remove batteries and dispose of them safely.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage;

- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

CAUTION

- **Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**
- **In an environment with radio frequency interference, the product may malfunction and require user to reset the product.**
- **This product contains a magnet. Do not use around items that are sensitive to or affected by magnetic fields.**

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio / TV technician for help.

Keep these instructions for future reference as they contain important information.

Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

6-MONTH LIMITED WARRANTY FOR USA

(This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 6 months from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

In the event of a defect covered under this warranty, first call the toll-free number listed below. Many problems can be solved in this manner. If necessary, you will be instructed to return the product, postage prepaid and insured, to the address below. Enclose your name, address, dated sales receipt, and a brief explanation of the defect. Replacement, and return shipment, will be free of charge.

TOLL-FREE NUMBER: **1-800-803-9611.** Hours: 9:00 AM - 7:00 PM Eastern Time; Monday - Friday; 11:00 AM - 5:00 PM; Saturday.

ADDRESS FOR RETURNS: **CONSUMER RELATIONS, 636 GIRARD AVENUE, EAST AURORA, NY 14052.**

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

6-MONTH PRODUCT WARRANTY FOR UK

(This product warranty is valid in the United Kingdom only)

All products in the ***RADICA***® range are fully guaranteed for a period of 6 months from the original purchase date under normal use, against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

In the unlikely event that you do experience a problem within the first 6 months, please telephone the Technical Support team: **Tel. 01628 500303.**

IMPORTANT: Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

THIS WARRANTY IS IN ADDITION TO YOUR STATUTORY RIGHTS.

CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

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www.radicagames.com Helpline 1.800.803.9611 or service.mattel.com

Retain this address for future reference.

Mattel Canada Inc., Mississauga, Ontario L5R 3W2. You may call us free at 1.800.803.9611.

Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628 500303.

Mattel Australia Pty., Ltd., Richmond, Victoria. 3121.Consumer Advisory Service - 1300 135 312.

Mattel East Asia Ltd., Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.

Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd.(993532-P) Lot 13.5, 13th Floor, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 PJ. Tel:03-78803817, Fax:03-78803867.

Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245 U.S.A.
Consumer Relations 1.800.803.9611.

CONSUMER INFORMATION

Need Assistance? Visit **service.mattel.com** or call 1.800.803.9611 (US and Canada only), M-F 9AM - 7PM & SAT 11AM - 5PM, Eastern.

SERVICE.MATTEL.COM